

SEGA™

GENESIS™

INSTRUCTION MANUAL



SHINING FORCE™



Entertainment

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling Your Cartridge

- ⌘ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- ⌘ Do not bend it, crush it or submerge it in liquids.
- ⌘ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⌘ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

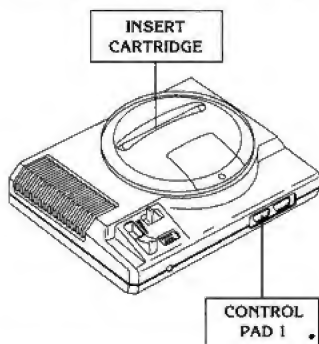
CONTENTS

STARTING UP	2
THE SECRET OF GRANSEAL.....	3
TAKE CONTROL!	4
WHICH TO CHOOSE.....	5
What's in a Name?	6
Deleting and Copying a Game	6
YOUR ADVENTURE BEGINS	7
MISSION COMMANDS	7
Walkabout Options	8
Item Options	9
Shop Options	10
Caravan Options	11
Depot Options.....	12
Abbey Options.....	13
Combat Options	14
Special Game Options	16
MISSION REQUIREMENTS.....	17
THE SHINING FORCE TEAM.....	18
TOOLS OF THE TRADE	22
Arrows.....	23
Spears and Lances	23
Axes	23
Rods and Magical Weapons	24
Knives and Ninja Blades.....	24
Swords	25
Hand to Hand	25
Items.....	26
Spells.....	27
FINAL ADVICE FROM ASTRAL.....	29
WARRANTY INFORMATION	31

STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is off. Then insert the Shining Force cartridge into the console.
3. Turn the power switch on. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch on again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is off before inserting or removing the cartridge.



**FOR GAME PLAY ASSISTANCE,
CALL 1-415-591-PLAY.**

THE SECRET OF GRANSEAL

The citizens of Granseal kingdom are hard at work. Inside the castle grounds, the centaurs concentrate on jousting and target practice while the spellcasters compare teleportation and healing spells. Granseal isn't at war, but there has been trouble with monsters on the outskirts of the kingdom, and the king has ordered his troops to sweep the area and drive the creatures away.

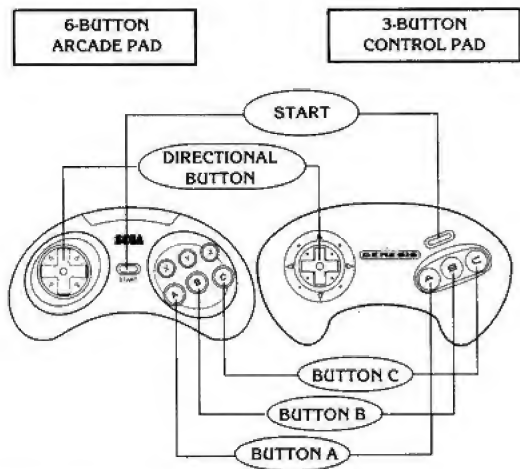
All notice the thunderheads that gather above the castle. Not only is rain unusual for the season, but the storm does not look to be an ordinary one.

The storm is a harbinger of coming events—events which will change Granseal and its neighboring kingdoms forever. An ancient evil has broken free, and is spreading over the land of Rune, devastating all that it touches. Is there anyone, or anything, that can stop it?

Start the adventure and find out!



TAKE CONTROL!



DIRECTIONAL BUTTON (D-BUTTON)

- ✦ Highlights options/items
- ✦ Moves characters
- ✦ Moves highlight box
- ✦ Speeds through messages (Press and hold)

START BUTTON (START)

- ✦ Skips through story screens

BUTTON A

- ✦ Opens Options windows and Status windows
- ✦ Speeds through messages (Press and hold)
- ✦ Selects a character on Name Entry screen

BUTTON B

- ✦ Cancels selections
- ✦ Speeds through messages (Press and hold)
- ✦ Brings up character cursor during battle scenes
- ✦ Deletes a previously chosen character on Name Entry screen

BUTTON C

- ✦ Opens Options and Status windows
- ✦ Speeds through messages (Press and hold)
- ✦ Initiates conversations when standing next to a Non-Player Character (NPC)
- ✦ Selects a character on Name Entry screen
- ✦ Initiates search of nearby object

Note: Buttons X, Y and Z on the 6-Button Arcade Pad have no functions in this game.

WHICH TO CHOOSE.....

Following the SEGA logo, *Shining Force II* opens with the story that precedes your adventure. Press Start at any time to move to the Title screen, then press Start again to start your adventure.

You can place two games in the memory. If you already have one game saved, you have four choices available: **START** to begin a new game, **CONT.** to continue a previously saved game, **DEL.** to delete a game, or **COPY** to duplicate the game.



If you're playing for the first time, only the START option is available. Press Button A or C, then press the D-Button left or right to select the space to store the game data in, then press Button A or C again to proceed.

WHAT'S IN A NAME?



You name the Leader of the Shining Force in the next screen. You can enter up to seven characters in the Name Select screen, or leave it blank and use the default name, "Bowie." Press the D-Button to highlight a character, and press

Button A or C to select it. If you make a mistake, press Button B to delete the character. When you're finished, highlight END and press Button A or C to start the game.

DELETING AND COPYING A GAME

The DEL. (delete) function allows you to open space for a new game by getting rid of an old one. Pick the game you wish to delete, and press Button A or C. You can COPY a game to try a certain strategy while having the option of going back later and trying again if things don't go well. Use the D-Button to pick the game you wish to copy, and press Button A or C.

Note: You can only copy a game if you have an empty game space available. If both spaces are filled, you have only two options: CONT. and DEL.

YOUR ADVENTURE BEGINS

As a student of Astral the wizard, you and your friends study all the usual subjects: reading, writing and swordfighting. Your adventure begins on what is to be your last day of school, not to mention the last time you'll see your home, and even the land where you were born.

Dark events are taking place on the island of Grans. The two jewels which seal the Door to Darkness have been stolen from the Ancient Tower. These jewels were the barriers which kept Zeon, a creature of awesome evil power, trapped inside the tower. Finding where the jewels have been taken, and why, is a task that only the bravest of adventurers would dare to undertake.

MISSION COMMANDS

Various options are available in each situation you and your team find yourselves in. In non-battle situations, press Button A to see your Options and press Button B to close the Options window. In battles, press Button B, move the white highlight brackets to



an unoccupied area on the map and press Button A to see your special game options. (See page 16.)

WALKABOUT OPTIONS

In non-battle situations, such as walking around town, you can access your Walkabout options by pressing Button A or C. If your Leader is standing next to someone, start a conversation by pressing Button C. Likewise, standing in front of an item and pressing Button C allows you to check the item out. You may find something useful!



Member: Select this option to see information about a character. Move the highlight box to the name of the character you want to see. Press the D-Button left or right for points information and press Button A or C to access his or her Statistics chart.



Item: If you want to use an item that one of your characters is carrying, select this and a second set of options appears on the screen. See page 9 for Items options.



Search: Use this to open treasure chests, take a look at objects and explore areas that look suspicious. You will be required to use this command in certain situations.



Magic: This command allows you to use magic spells. See page 27 for an explanation of magic spells.

Note: With the exception of Detox spells, magic spells don't work in non-battle areas.

ITEM OPTIONS

These options allow your characters to do various things with the items they're carrying. First, choose what you want to do with the item. Next highlight the character who is carrying the item. The items each character is carrying are displayed. Press the D-Button in the direction of the desired item to highlight it, and press Button A or C. To leave the window, press Button B.



Use: This command lets you use any item that any of your characters are carrying. See page 26 for information about items.



Equip: Use this command to equip a character with a weapon.



Drop: Use this command to discard an item someone is carrying.



Give: Use this command to transfer items between characters. Select the item as explained above, and select the character you'll give it to the same way.

SHOP OPTIONS

There are usually two shops in every town—one selling weapons and the other selling special items and healing potions. These shops sometimes have a sign outside which has a picture of a bottle or a sword on it. Step inside, walk up to the counter, press Button C, and the shopkeeper will ask you what you want.



Buy: When buying, use the D-Button to highlight your choice, and press Button A or C to select it. The shopkeeper will give you the price. Press the D-Button to highlight YES, then select the character who will receive the item by highlighting his or her name and pressing Button A or C. You can refuse a purchase by either selecting NO and pressing Button A or C, or by pressing Button B at any time.

Note: If the character can't use a weapon, the shopkeeper will ask you if you want to buy the item anyway. Don't buy an item you can't use unless you're going to transfer it to another character.



Sell: When selling an item, highlight the character who has the item you want to sell and press Button A or C. Next, highlight the item you wish to sell. The shopkeeper will give you a price. If the price is right, highlight YES and press Button A or C to make the sale. Refuse a sale by selecting NO or pressing Button B.



Repair: If you want an item repaired, highlight the character who has the damaged item and press Button A or C. Next, select the item with the D-Button and press Button A or C again.



Deals: If you want to know what the special items on sale are, select this option. If any special items are available, you can buy them as you would other items.

CARAVAN OPTIONS

You will undoubtedly run across an odd fellow named Dr. Rohde in your travels. Rohde has spent his life studying books that explain about a special magic called “mechanics.” Eventually you’ll come across an ancient machine called a Caravan, and if anyone can get it working again, Rohde’s your man. And what good is the Caravan to you? Read on!

To use the Caravan, just move the Leader over it and press Button C. The following options appear:



Join: This command allows you to replace members on the excursion team with others who are waiting inside the Caravan. Press Button A or C to see the stand-by troops. Highlight the person who’ll join and press Button A or C. Highlight the character they’ll change places with and press Button A or C again to exchange members. Cancel by pressing Button B.



Item: The item option is the same as described on page 8.



Purge: Use this to place members of your party in the Caravan when they’re not needed. Highlight the character you want to have wait in the Caravan and press Button A or C.

Note: You can place as many characters in the Caravan as you want to (except the Leader), but keep in mind that having too few characters in your battle party may be more dangerous than having too many.

DEPOT OPTIONS

The Caravan has a large cargo area which you can use to store up items you may use later but don't want to carry now. Special use items, unusual weapons and even extra healing herbs can all be stored in the caravan and taken out at any time.



Look: This allows you to appraise any item stored in the Caravan. Highlight an item and press Button A or C. Astral then explains what type of item it is, how and where it's used, and the price it fetches in a shop.



Derive: This allows you to pick an item from the Caravan and pass it to a character. Highlight the item and press Button A or C, then select the character you'll pass it to the same way.



Drop: This is the same as the drop command described on page 9.



Deposit: This places an item into the Caravan's cargo hold. Highlight the character carrying the item you want to store, then highlight the item and press Button A or C.

ABBAY OPTIONS

In every town you travel to, there are priests who can help you in a number of ways. If the priest asks you questions, answer by pressing the D-Button to highlight YES or NO and pressing Button A or C. Select characters to be promoted by highlighting their name in the Character List and pressing Button A or C.



Save: This saves your game as it stands. If you're going to buy items or weapons from shops, equip your characters before you save the game, to save time later.



Raise: If one or more of your characters fall in battle, you can restore them to full health by returning to the nearest abbey and asking the priest to raise them from the dead.



Promote: Once a character achieves level twenty or higher, you can promote that character to a new fighting class, which enables the character to use more powerful weapons or spells.



Cure: Some enemies can infect your characters with diseases or poisons. Unless one of your spellcasters knows the right spells or someone is carrying the right medicines, you'll need to get that character back to the priest quickly. Otherwise you'll need a **Raise** instead of a **Cure**!

Note: Raising and curing characters is done in exchange for a donation, and the easiest way to avoid this drain on the money pouch is to protect your characters! Don't put them in dangerous situations until you're sure they have the experience necessary to defeat the enemy.

COMBAT OPTIONS

The dark forces are growing stronger and the hand of Chaos is giving the creatures of the night free rein to attack with ever growing ferocity. In plain terms, things are going from bad to worse. Not only do you have to worry about finding a way to lock Zeon back in his dimension, but also how not to be destroyed by his evil minions beforehand.

Every canyon, forest and river may hold another band of evil creatures waiting for you. When a battle begins, the first thing you must do is find out the numbers and strength of your opponents. Use the Special Game Options (see page 16) to check out your situation before you plan your strategy.

Once the battle starts, your characters will probably be in a group, near one corner of the battle area. Once a character can move (characters move in order, the fastest character first and the slowest character last), his or her window



appears at the top right of the screen, and the effect the terrain has on their movement appears in a window at the top left of the screen. The character will be able to move only as far as the flashing ground area extends, and can only move onto a space that isn't occupied by another character.

Move your character using the D-Button. When you have picked the place you want to stop at, press Button A or C. If you reconsider and want to move your character again, press Button B and move your character to the new position.

Once you decide where your character is to stop, press Button A or C to see your Combat options. If your character is close enough to the enemy to attack, the highlighter will appear on the Attack option, and if the enemy is outside the characters striking range, the highlighter will appear on the Stay option. Move the highlighter to the option you want and press Button A or C.



Attack: Pick this option to begin your attack on an opponent (if one is in striking distance). A flashing grid of squares will appear, showing you the character's striking distance. If more than one enemy is in striking distance, use the D-Button to move the white brackets to the enemy you wish to attack and press Button A or C.

The Battle screen appears next. The Stats window for your character appears above him or her, and your opponent's Stats window appears below. The damage your character inflicts on the enemy shows on the enemy's HP (Hit Points) meter.



Item: If you want to utilize an item you are carrying, select this. Items options are the same here as on page 9, except that you can only give an item to a character standing next to you.



Stay: This option stops your character where he or she is, and ends his or her turn.



Magic: If your character knows any spells, select this to cast a spell on a teammate or enemy. See page 27 for details on spells.

SPECIAL GAME OPTIONS

During battle situations, another set of options become available. To access these options, press Button B any time it's one of your characters' turn to move. A white highlighter box will appear around the character.

- ⌘ Move the box to any character on the battlefield (including enemies) and press Button A to open the highlighted character's complete status sheet.
- ⌘ Press Button C to see the highlighted character's status window. This can be useful when you're up against an enemy you've never seen before. Press Button B to return to the character who is supposed to move.

Move the white brackets to a place on the battlefield that isn't occupied by any character and press Button A or C to bring up the following Options:



Map: Select this to see a small map of the entire battlefield, displaying the location of your team (in green) and all enemies (in red).



Member: This brings up the statistics charts for the members of the Shining Force (see page 8).



Quit: Select this to quit the game. If you're sure you want to quit, press the D-Button to highlight YES and press Button A or C. Your game will automatically be saved at that point.



Speed: This option allows you to alter the speed of all messages. Change the speed of the text by moving the arrow with the D-Button. One is the slowest speed and four is the fastest. You can also turn off the text which describes each hit and the amount of coins acquired when a foe is defeated. Level-ups, experience points and special items you find are still displayed in messages.

MISSION REQUIREMENTS

Make sure you live up to your responsibility as the Leader of the Shining Force by not getting into dangerous situations without ample support. Once the team's Leader is defeated, the team is automatically returned to the last place the game was saved at, minus half their gold.

If the battle situation gets too intense, use your Egress spell to retreat safely, or make sure some other members are carrying Angel Wings (see page 26) to bring you all back to an abbey.

Once you've reached an abbey or other safe area (such as a town), your characters' HPs and Magic Points will be completely restored. However, characters that haven't been cured remain stunned, poisoned or cursed, and characters that have been exhausted in battle won't be present for the next one. Make sure to get to an abbey. **Raise** all the characters that have been exhausted, **Cure** all characters who've been stunned, poisoned or cursed, and **Promote** any characters who have reached a sufficient level.

Next, purchase all the supplies you need, then save the game. If you quit the game at this point, you'll be able to jump right into the action the next time you play.

THE SHINING FORCE TEAM

Shining Force's Leader

As the Leader of the Shining Force, you are an all-around fighter, both fast and accurate. You also know the Egress spell, which whisks you and your group away from danger and back to the last town or kingdom you recorded your adventures.

Race: Human
Class: Swordsman
Promotion: Hero



Jaha



You and Jaha have a long history. You became friends on the day both of you were late for school and had to spend the day cleaning the pig pens. Jaha is a powerful guy for his age and plans to grow up to be big and strong. No one has had the heart to tell him dwarves don't grow up.

Race: Dwarf
Class: Warrior
Promotion: Gladiator

Note: With the aid of a special item, Jaha can be promoted to Baron.

Chester

Chester is a powerful warrior and a master of spear-throwing techniques. He likes to be in the front line, where the going is toughest. Make sure he doesn't get overzealous and get into trouble.

Race: Centaur
Class: Knight
Promotion: Paladin



Note: With the aid of a special item, Chester can be promoted to Pegasus Knight.

Sarah



Sarah has been your friend since childhood, and has pledged to protect your life at all costs. She is a great healer, and will try to keep you and the rest of the members of the Shining Force in top condition.

Race: Elf
Class: Priest
Promotion: Vicar

Note: With the aid of a special item, Sarah can be promoted to Master Monk.

Kazin

Don't let Kazin's shy, sad demeanor fool you—he packs some mean spells up his sleeves and he'll gladly back you up when the odds are against you.

Race: Elf
Class: Mage
Promotion: Wizard



LATER ADDITIONS

Slade



This is the guy (er, rat) who caused the whole mess. Lucky for everybody he's decided to make up for his past mistakes. You have an extremely powerful warrior here.

Race: Giant Rat
Class: Thief
Promotion: Ninja

Ash

Ash is one of the last of the phoenixes, the legendary creatures which regenerate from their own ashes after they die. Ash has seen you in battle and realizes that only you can defeat Zeon.

Race: Phoenix
Class: Phoenix
Promotion: Phoenix



May



This cheerful little centaur is ready to fight, and her longer range provides you with excellent backup.

Race: Centaur
Class: Ranger
Promotion: Bow Knight

TOOLS OF THE TRADE

Rune is a fantastic land of magic and technology, where you'll battle with spells and missiles, lances and lasers. You can sometimes acquire weapons from foes you defeat in battle but you can't pick them up if your hands are full, so try not to load up all your characters fully.

Note: Some of the Character types listed below aren't on the *Shining Force II* team list. Wonder who they are...?

CHARACTER	CLASS	CHARACTER	CLASS
Archer	ACHR	Priest	PRST
Bird Battler	BDBT	Ranger	RNGR
Birdman	BDMN	Red Baron	RDBN
Bow Knight	BWNT	Robot	RBT
Brass Gunner	BRGR	Sniper	SNIP
Gladiator	GLDT	Sorcerer	SORC
Golem	GLM	Swordsman	SDMN
Hero	HERO	Thief	THIF
Knight	KNTE	Vicar	VICR
Mage	MAGE	Warrior	WARR
Master Monk	MRMK	Wolf Baron	WFBR
Ninja	NINJ	Wolfman	WFMN
Pegasus Knight	PGNT	Wizard	WZRD
Phoenix	PHNK or PHNX		

On the following pages are lists of some of the weapons that can be found in Rune, and who can use them. The class that can use each weapon is shown to the right of the weapon in abbreviated form. Naturally, characters can use better weapons once they are promoted.

ARROWS

WEAPON	USER	ATTACK
Wooden Arrow	ACHR, RNGR, BWKT, SNIP, BRGR	+5
Iron Arrow	ACHR, RNGR, BWKT, SNIP, BRGR	+7
Steel Arrow	ACHR, RNGR, BWKT, SNIP, BRGR	+12
Robin Arrow	ACHR, RNGR, BWKT, SNIP, BRGR	+17

SPEARS AND LANCES

WEAPON	USER	ATTACK
Wooden Spear	KNTE, PLDN, PGKT	+3
Short Spear	KNTE, PLDN, PGKT	+6
Bronze Lance	KNTE, PLDN, PGKT	+9
Spear	KNTE, PLDN, PGKT	+12
Steel Lance	KNTE, PLDN, PGKT	+16
Power Spear	KNTE, PLDN, PGKT	+20

AXES

WEAPON	USER	ATTACK
Short Axe	WARR, RDBN	+5
Hand Axe	WARR, RDBN	+9
Middle Axe	WARR, RDBN	+13
Power Axe	WARR, RDBN	+17
Battle Axe	WARR, RDBN	+21

RODS AND MAGICAL WEAPONS

WEAPON	USER	ATTACK
Wooden Rod	PRST, MAGE, SRCR, WZRD	+3
Short Rod	PRST, MAGE, SRCR, WZRD	+5
Bronze Rod	PRST, MAGE, SRCR, WZRD	+8
Iron Rod	PRST, MAGE, SRCR, WZRD	+12
Power Stick	PRST, MAGE, SRCR, WZRD	+18

KNIVES AND NINJA BLADES

WEAPON	USER	ATTACK
Short Knife	THIF	+5
Dagger	THIF	+8
Knife	THIF	+12
Thieve's Dagger	THIF	+17



SWORDS

WEAPON	USER	ATTACK
Wooden Sword	SDMN, BDMN, RDBN, HERO, BDBT, NINJ	+3
Short Sword	SDMN, BDMN, RDBN, HERO, BDBT, NINJ	+5
Middle Sword	SDMN, BDMN, RDBN, HERO, BDBT, NINJ	+8
Long Sword	SDMN, BDMN, RDBN, HERO, BDBT, NINJ	+12
Steel Sword	SDMN, BDMN, RDBN, HERO, BDBT, NINJ	+16
Achilles Sword	HERO	+19

HAND TO HAND

WEAPON	USER	ATTACK
Leather Ring	MRMK	+26
Power Glove	MRMK	+33
Brass Knuckles	MRMK	+39
Iron Knuckles	MRMK	+43

ITEMS

There are a large number of items which you'll come across in your journeys. You'll find some in treasure chests, some on the battlefield; others in shops in the towns and villages you visit.

Edible Items: Usually found in treasure chests, these goodies increase the power, speed or magic ability of the character who uses them.

Medical Herb: This inexpensive item can be bought in any shop in Rune. It restores 10 HP to a character when he or she uses it.

Antidote: The leaves of this plant dissolve poisons in the blood. With the number of zombies and other undead creatures roaming around, you'll need this item at some point.

Healing Seed, Healing Drop: More expensive than the Medical Herb, these powerful potions restore a large number of HPs to a character when he/she uses them.

Angel Wing: This magic item allows the user to return to the town he or she was last in. Usually the Leader of the Shining Force uses the Egress spell to take the group out of danger, but there may be times when this isn't possible.

Rings: Throughout the game, you will run across rings with various uses. Let various characters try them on to see what their effects are.

SPELLS

At the start of your journey, your spellcasters only know spells that can hit one opponent at a time, but as their abilities improve, they'll be able to blast a number of opponents with one spell! Below is a list of some spells each type of spellcaster can use:

ATTACK SPELLS

Blaze: A hail of fire rains down on the opponent(s). This spell is particularly useful against the undead.

Freeze: This spell creates a whirlwind of ice in the air around the opponent(s), bringing the temperature in that area down to incredibly low levels.

Blast: This spell accosts the opponent(s) with lightning and whirling winds.

Bolt: Energy is channelled from the earth and through the spellcaster, who acts as a rod. The energy is then released as electricity, causing the enemy great damage.

Muddle: Creates a wall of fog around the opponent.

Desoul: This spell invokes one of the Ancient Gods of Death to come and pull the soul from the opponent. This dark spell can only be attempted by the highest level of spellcaster, as the thought of the spell backfiring is too much for the weak-of-heart.

Sleep: This spell lulls your opponent(s) into a sound sleep, rendering them immobile until they wake up—if they wake up.

Slow: This spell slows your enemies down considerably, giving your team more time to attack.

DEFENSIVE SPELLS

Egress: This spell is reserved for the Leader of the Shining Force. If you find yourself in trouble, use Egress to transport you and your team back to the last safe place the game was saved at—usually an abbey.

Heal: The Heal spell restores some of a character's HPs. Carrying around restorative potions and herbs is fine, but if you're out in the open for a long period of time, you're bound to run out eventually....

Detox: Any character who has been poisoned by an enemy can be cured by this spell.

Aura: This powerful heal spell restores HPs to all characters within the caster's zone of influence.

Dispel: More like a spell absorber, dispel prevents any spell cast by the enemy from taking effect. Used at the right times, this spell can be devastating against powerful spellcasting enemies.

Quick: This spell increases the speed of your team.

Boost: This spell increases the recipient's attack power, speed and agility for a short time.

FINAL ADVICE FROM ASTRAL

- ✚ If you don't talk to characters you meet in towns and travelling around, you may miss a valuable opportunity to gain new members. You can get other news and information about your quest as well! Talk, talk, talk!
- ✚ Bear in mind that all members have their own strengths and weaknesses, such as moving speed or the ability to do well against certain opponents. Keep your warriors fairly close together to avoid having anyone singled out and surrounded, but be aware that this makes your group vulnerable to magic attack. Try to keep your Leader and weaker members of the group protected as much as possible.
- ✚ Jumping into battle recklessly is not the mark of a great Leader. To defeat your enemy, you must first know what they can do. Use the Special Game option described on page 16 to look at your opponents' Stats sheets and find out where the strongest warriors are. Then use that information to plan your attack.
- ✚ Pay attention to the characteristics of each battlefield. Your enemies will try to use the different types of terrain to their advantage. You should too.
- ✚ Once a character reaches level 20, he or she can be promoted to a new fighting class. Once that character has been promoted, he or she will increase in HP, Speed and Attack strength, and be able to use stronger, more advanced weapons than before. On the other hand, the character may lose previously learned spells, or lose some HPs. Keep a few members of your team (such as Knights and Archers) in reserve, and promote spellcasters and the Leader as early as possible.

- ⌘ A lot of characters will join you on your mission, but as the team Leader, you know that only eleven warriors can accompany you in battle. Don't overlook a member just because he or she is new, and don't keep other members just because you're used to them. Your team knows as well as you do that only with the best warriors do you stand a chance of defeating Zeon.
- ⌘ Be prepared to fight to the finish if there's no escape, but remember that if the Leader is defeated, it doesn't matter if there's only one monster left or twenty—you'll have to start back at the beginning of that battle. When things look hopeless, a fool keeps fighting and a wise warrior retreats, rethinks and tries again.
- ⌘ Each member of the Shining Force has his or her own walking or flying speeds, so you'll find that some members soon outdistance others. Remember though, that your goal isn't reached with speed, but with careful planning and knowledge of your team's strong and weak points.

NOTES

==== **Limited Warranty** ====

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

SHINING FORCE™

THE SWORD OF HAJYA

**Now available
on Sega™ Game Gear™**

Sega, Genesis, Game Gear, Shining Force and Shining Force: The Sword of Hajya are trademarks of SEGA. The Video Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1994 SEGA, P.O. Box 8097, Redwood City, CA 94063. All Rights Reserved. Made and printed in U.S.A.